





# Star Trek: Voyager Elite Force



## Recommendations and Achievements





In EF there are various achievements that can be accomplished. Some of these are already displayed during the game, others are only announced at the end of the match. Here is a complete list of these achievements:

### During the match

Symbol	Title	Description
	First Strike	Who takes the first frag
	Impressive	With the [#I-Mod] or the [#Phase Compression Rifle] two hits with the alternative mode (sniper) in a row or simultaneously.
	Excellent	Two frags within a very short time.
	Ace	5 frags without being fragged yourself.
	Expert	10 frags without being fragged yourself.
	Master	15 frags without being fragged yourself.
	Champion	20 frags without being fragged yourself.
-	Denied	An opponent grabs an item <i>directly</i> before you reach it.

### After the match

Symbol	Title	Description
	Efficiency	50% accuracy during the match
	Sharpshooter	At least five times "Excellent"

Symbol	Title	Description
	Untouchable	Not being fragged a single time
	Logistics	Collect a lot of items
	Tactician	Achieve at least one frag with every available weapon
	Demolitionist	A lot of explosive weapons frags.

## After CTF matches

Symbol	Title	Description
	MVP ("Most valuable Player")	The player who scored the most points for the team.
	Defender	The one who shot down the opponent most often when carrying his own flag.
	Interceptor	The player who returned his own flag the most.
	Warrior	The player with the most frags.
	Carrier	The one who delivered the enemies flag most often.
	Bravery	The player most frequently fragged.

## Section 31



There is, based on existing graphics and sounds, another recommendation, namely "Section 31". However, this is designed in the code in such a way that it can never be displayed. Based on the commented lines [here](#) (function CalculateSection31Award) it probably requires the following things at the same time:

- At least 75% accuracy,
- Untouchable,
- Champion and
- Sharpshooter.

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